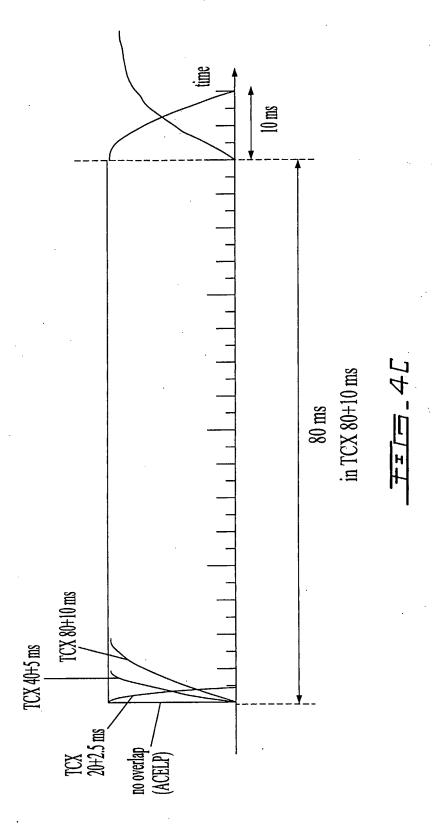
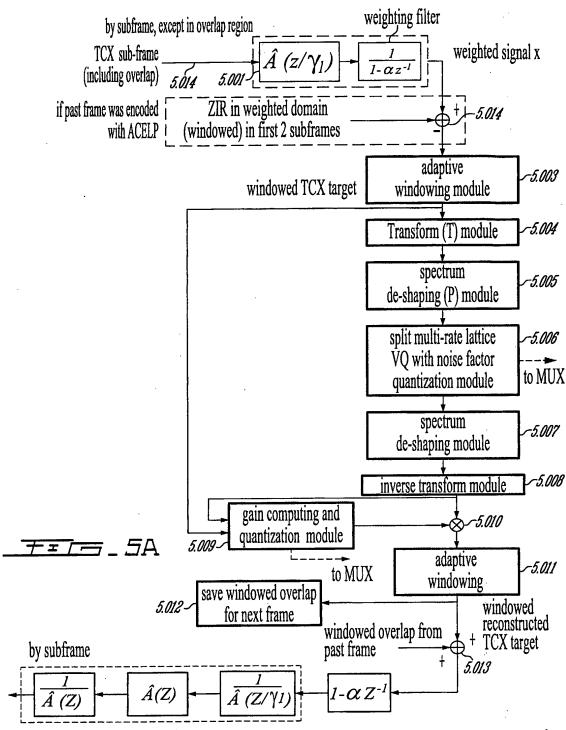
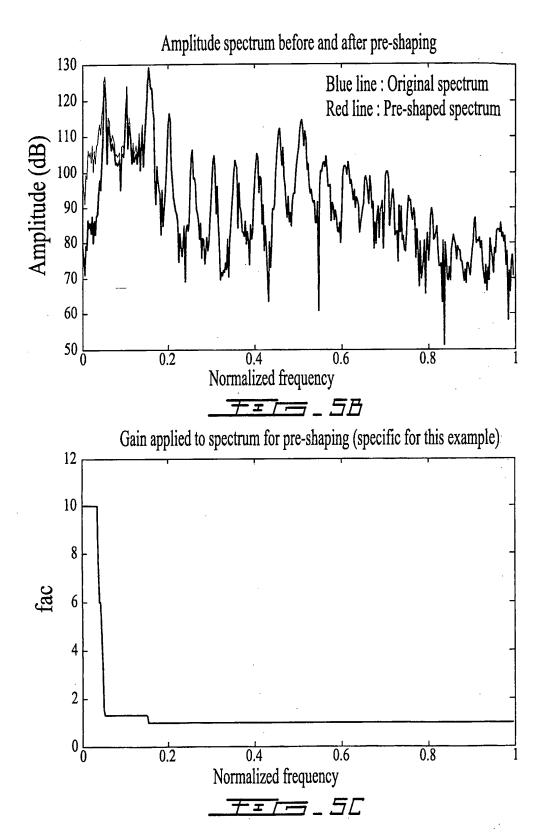


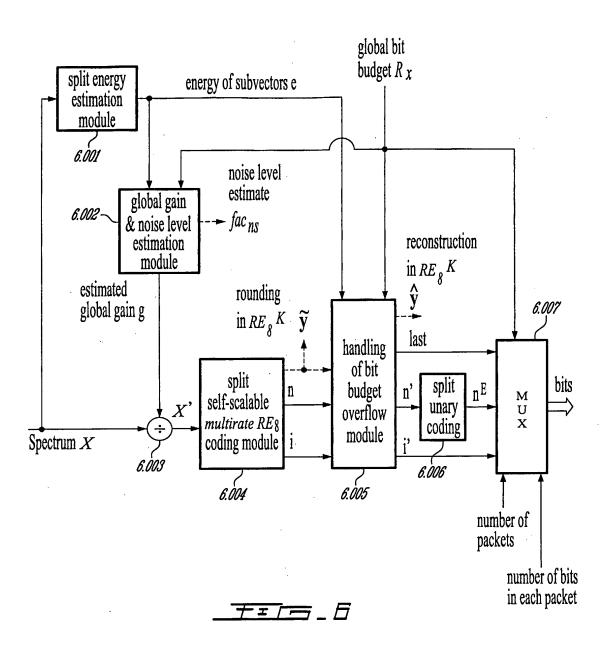
\_ 于三 一 4 图

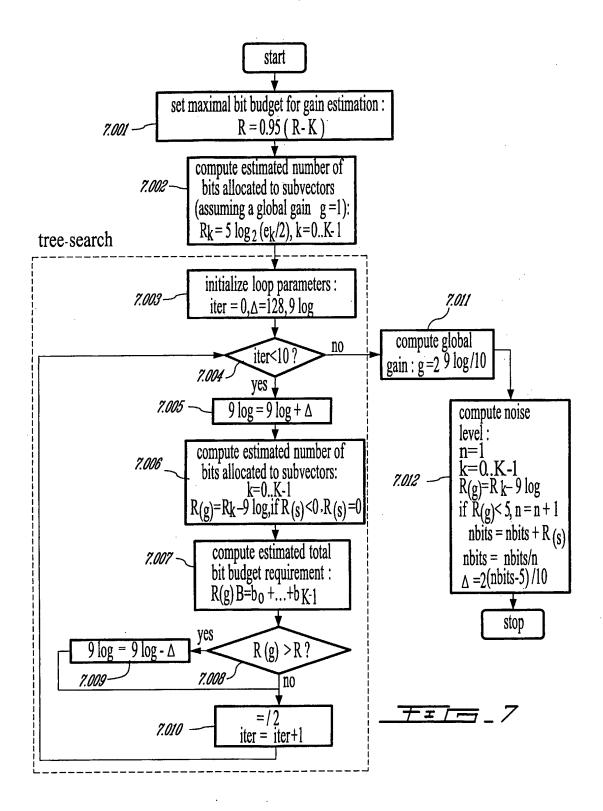




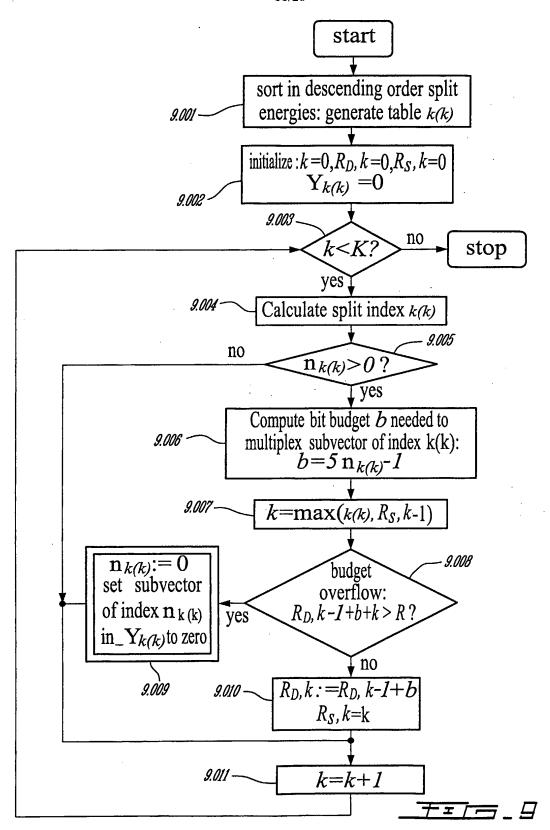
states initialized to 0 in  $\frac{1}{\hat{A}(Z/\gamma I)}$  and  $I-\alpha Z^{-1}$  if past frame was encoded with ACELPÀ state initialized to past synthesis in  $\frac{1}{\hat{A}(Z/\gamma I)}$  otherwise

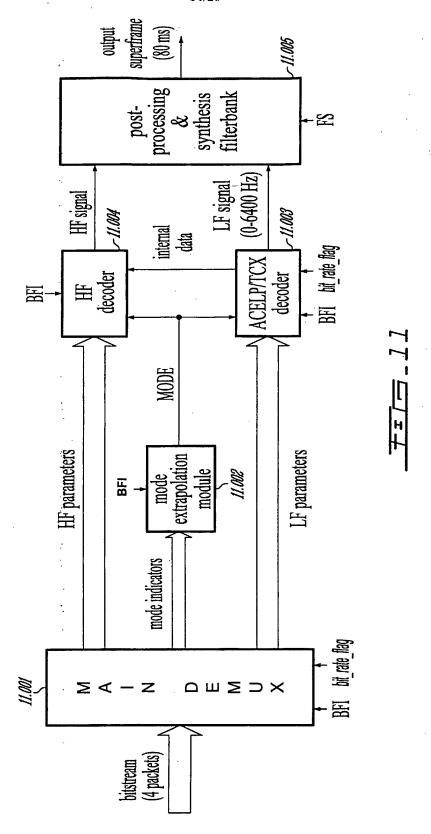


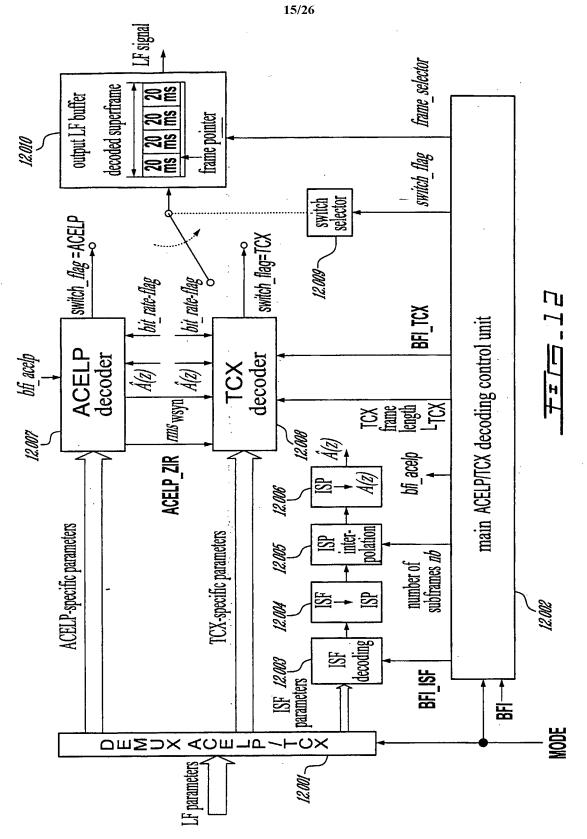




offset (moved by discrete steps) related to the global gain g subvector index Пaverage bit allocation (used for noise level estimate  $fac_{ns}$ )  $R_3$ bit allocation estimated for a global gain g = 1 $R_{I}$ 







## **SUBSTITUTE SHEET (RULE 26)**

